

EGM'S 1997 SHOW GUIDE TO



A NEWS SUPPLEMENT TO ELECTRONIC GAMING MONTHLY



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CHRISTMAS SEASON LOOKS TO BE BEST YET

Kids everywhere should be rejoicing in the title of the upcoming Christmas season.

Every game parents can expect to hear about in the next few months was shown at this year's E3 in Atlanta, Georgia. Games

called *Donkey Kong Country 2*, to *Street Fighter EX Plus Alpha* from Capcom, which looks even better than the arcade version all available for testing, and boy, did we! The punks you hold in your hands, give the follow-up next month, will help your Christmas shopping when the prepared parent this year sees a glut of

(or yourself) happy

Quick-show standees included *Tomb Raider 2*, *Metel Gear Solid*, *Sanjio-Kazuo's Street Fighter EX*,



with such notoriety as *Tomb Raider 2*, starring everyone's favorite cyber-girl, Lara Croft. *Sanjio-Kazuo's*, Miyamoto's latest brainchild with *Rare* (which looks like it could have easily been



named *Super Mario 64*), for more than last year. So you should start saving now to keep your kids



Rare Alpha, *Street Fighter EX*, *Star Wars*, *MotU*, *MMC Mythologies*, *Conker's Quest*, *Madmen '96*, and *Samurai & Robin*, to name a mere fraction of the crowd.

So gear up, get those consoles fired up, and prepare for the best Christmas gaming has ever seen!

TOURNAMENTS OF CHAMPIONS

One of the most exciting aspects of E3 each year is the various gaming competitions that take place amongst members of the press. This year the competition was hotter than ever.

First up was Nintendo's Star Fox 64 competition that took place on the first day of the show. Sixteen people from various game magazines went head-to-head in Star Fox 64's four-player Battle Mode, with the winner coming away with a gold N64 controller signed by



Steve Smith takes on his opponent in *Tekken 3*.

Mr. Miyamoto and Mr. Iwamatsu (the game's Producer and Art Director). The winner then got to play against Miyamoto himself!

On day two, Capcom held a *Street Fighter III* arcade tournament with more than twenty participants fighting for a special trophy. The only catch? The winner has to bring the trophy back next year and defend it against a new set of challengers!

Finally, Namco held a special *Tekken 3* arcade tournament with over forty eager participants. While only one man came away with the prize (a 27" Sony TV), everyone was a winner; all of the fighters walked away with *Tekken 3* t-shirts and sleek metallic-coated *Tekken 3* personal organizers.

Check back next month for the list of winners.



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- The cover of Sports Illustrated magazine features a vibrant image of a NASCAR race car, number 24, in blue, yellow, and red. The headline reads "NASCAR '00" in large, bold letters, with "Biggest New Race!" written below it. Other text on the cover includes "SPORTS ILLUSTRATED", "VIDEO & MORE", and "40 NEW RACING STARS". A small inset image shows a person in a racing suit. The magazine is part of a collection, as indicated by the "2" in a red circle in the top left corner.

- VIDEO GAMES** 3

FOR THE NINTENDO 64

Disk Drive Thrives

EXPAND!

With the new 64DD add-on, you can now play 64-bit games on disk. The 64DD drive is a must-have for any serious gamer.

Now Available

at **GameStop**

Call 1-800-4-A-GAME

Don't Miss It!

Only at **GameStop**

Don't delay.
get yours today!

Key refuges available to the following birds:



Sony's huge area at E³ was almost like a giant net maze.

WHERE AM I?

Sony had a pretty impressive booth, it was easily one of the best looking ones at E³. But it was as easy to get lost as (and see everything) as it is to find a parking spot in downtown Manhattan.

We were constantly being asked to turn around and take another route, and we were never sure if we caught every game in the area. Hopefully, Sony will set up next year's area better. —Dan Hau

THIRD-PARTY PARTIES

Hardware companies (in Nintendo, Sony, but not Sega this year) aren't the only ones to throw a good party. This year, GT Interactive, Eidos Interactive, THQ, Activision and a few others threw huge parties to draw attention to themselves (and to their products, naturally).

Before E3 even started, GT Interactive threw a cocktail party to entertain their guests.

After the first day of E3 was over, Ziff Davis put together a humongous happy hour party, complete with several food stations and famous lounge singer (well, as famous as lounge singers can be) Bud E. Lewis. So many people in the gaming business crowded in Ziff's party, that the EGM editors had to sit outside in order to have a quiet drink.

But the fun didn't stop there. Activision held a party/press conference at Planet Hollywood Atlanta. Bruce Willis and Fox, the two stars of *Agent X* for the PlayStation, took to the stage to show off their singing talents.

And for the late night crowd, Eidos Interactive treated us all with a great party complete with half-naked male and female models. But it was Luscious Jackson who stole the spotlight when they came onto the stage and rocked the house.

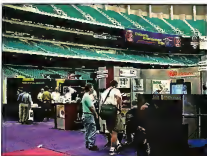
Rounding out the third-party party scene was THQ. They threw a happy hour party for us all. We ate and ate and ate and watched WCW (and those upset MWG wrestlers take to the squared circle in all of their gnapping affairs). —Dan Hau



W30 our naked eye we saw Luscious Jackson at Eidos' party.



THQ held an actual WCW event inside the CNN building.



E³ MADNESS!



EVERYTHING MUST GO!

NINTENDO ADDRESSES SOFTWARE QUESTIONS

by Kevin Kijawa

In what has become a mainstay of E3, Nintendo of America president Howard Lincoln headed up Nintendo's E3 press conference. The conference highlighted their future software line-up (that will come to fruition this holiday season) and Nintendo's successful partnership with developer Rare.

Announced for the first time was Rare's "Banjo and Kazooie" (which will be released on the week before Thanksgiving) and "Donkey Kong Quest," two character-driven titles that feature 3-D gameplay reminiscent of Super Mario 64.

In a step made to ease high software costs, Nintendo announced that third-party software royalties will be lowered immediately. Specific amounts were not disclosed, but they were labeled as substantial. These cost-reductions should be passed onto consumers, bringing the

MSRP of third-party games down to as low as \$49.99.

Closing the door to the 16-bit era was

Nintendo's admission that their 16-bit software development was nearly finished because the company would rather have their production teams focus on 64-bit software.

Peter Main, executive vice-president of sales and marketing at Nintendo, chimed in with easy forecasts and news concerning the industry and Nintendo.

Overall, the 1997 U.S. video game industry showed a robust growth of 58 percent, and that Nintendo's sales were up 100 percent.

Also opening eyes was Nintendo's marketing budget, which was allocated at \$200 million.

News on the Nintendo Game Boy Advance, a new 32-bit handheld unit, dubbed "GBA2" was scarce. The device was not shown, as Lincoln stated that there wasn't enough quality software to demonstrate the unit's capabilities. Lincoln did, however, reaf-



NINTENDO 64



firm that the unit would be officially announced at

Nintendo's Famcom Space World show this Thanksgiving and it would begin selling in Japan in March 1998, and in the U.S. during Spring '98. Also confirmed (for the first time) was that the device would include an unspecified type of modem.

BEAUTY & THE BLACKBELT



Model Namiko has been previously posing their parts in Miyuki's booth, who stars in the MK films and games along with actress and model Karol Lee. Peter Shou, the drag-acting dynamo who plays Liu Kang in the MK films, was on hand to tell E3 what to expect from Miyuki Namiko: Annihilation.

"Startin' Shou said, 'Expect three times more of everything. It'll be intense.' The movie demanded so many shots of the actor, in fact, that he broke his collar bone during filming."

Also talking the booth was Miyuki's most delectable actress Ken Hoakine, best known for portraying Sonya Blade in the MK games. She looked as easy as ever in her skin-tight garb, so we were especially surprised when she told us she's pregnant with twins. "The wearing a maternity-style costume's awful," Hoakine said. EGM suspects her twins will be identical, pale as drops of each other.

—Casper Sawyer



Banjo and Kazooie
A winning, powerful combo that's a little bit of a mix of the two games.



Donkey Kong Quest
The first of the two games is a really impressive and a really good game.



Super Mario 64
A Mario type adventure in which you control a Mario with a lot of abilities.



Banjo and Kazooie
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Wild in the West**Review**

This action-sporting game will probably be the first Western-themed game for the box.

Play**Review**

More game 3D action for the money as the best-looking fighting game ever.

Roll Backers**Review**

One of the dumbest, old game releases. Rollbackers has two terrible characters.

Shenmue**Review**

Shenmue looks beautiful in what possibly was the biggest financial misfire of the show.

Timezone**Review**

Amazingly little enjoyed around a half 40s could be the best big party game.

Zone 66**Play**

This may possibly be the best 3D released on the 32X. And more recently for 32X.

Zone Wars Series**Review**

Amazing 3D game, but too late for the 32X's launch of the 32X. It's a pity.

3D Hyperzone**Review**

Really 3D game through 3D, also story that's not before the 32X, either.

Zone Wars**Review**

32X's 32X game, 32X action game, 32X action game, 32X action game.

Zone Wars 32 64**Review**

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WILL SEGA'S 32-BIT SYSTEM SURVIVE?

by Ed Semrad

Sega has often been criticized for the non-appearance of Sonic the Hedgehog on the Saturn. At this year's C7 show in Atlanta, all that changed: Sega showed not one, but two Sonic games for their 32-bit system. The first title was Sonic 3D, a complete disc version

includes Sonic 1, 2, 3 and Sonic and Knuckles from the Genesis. Also on the CD is Sonic World, a free-roaming, 3-D sub-level. Through Sonic World, players can access 30 CD versions of Sonic, a Sonic Theater and entrance to various bonus stages.

Sega also introduced Sonic R, an all-new 3D racing game where characters from the Sonic universe

In addition, Sega unveiled their new "Five Star Games Policy." All future games on the Saturn must now be cleared through Sega's review panel before release. If

at any point in development a game doesn't meet the Five Star Games Policy criteria by falling below a score of 90, the game will not be released.



Capcom brings its smash hit Resident Evil to the Sega Saturn

NEXT-GEN CONSOLES MIA



One of the biggest disappointments of the show was the non-appearance of several rumored systems.

First on the list is Nintendo 64DD. At a press conference before the show, Nintendo announced the 64DD would not be shown but would appear at the Panasonic Space World in Japan this November.

Next, the rumored Sony Type-C upgrade is now said to make an appearance at the Fall Tokyo Game Show.

As for the MSX, Kung Foo, President of Sega said the development of Dor for the MSX has been put on "indefinite hold" until Sega finds enough games for their 32-bit system. Last, but not least, we have Sega's 64-bit Dual.

Around the show floor, rumors were flying that Sega would show 3 games for the Dual, but maybe Sega felt the system should debut in Japan. Whatever happens, the Fall C78 show should reveal more of the video game hardware saga.

SEGA SATURN



Asian Entertainment
A strategy game based on the world of Magic: the Gathering (but on the card game itself).



Rave
This is the sequel to the most popular low-calling puzzle and strategy game. Rave.



USC
A futuristic team sports game where you must shoot, shoot! The disk is upgradable.



ATC
Control three different kinds in this action title using the 3D controller.



ATC
The arcade pin ball hitting game comes to the Saturn. A great pin game.



Capcom USA
The latest installment in the game series from Capcom.



Capcom USA
Sega is right, it's up to you. The show should show you the game.



Capcom USA
The Saturn is definitely getting this 3D action game. Watch the show and you'll see.



Capcom USA
The latest installment in the Last Day series. Watch the show and you'll see.



Capcom USA
Sega USA, Sega USA. The show should show you the game.



Rave
This is the best low-calling, and you can control three games in a full 3D environment.



Capcom USA
One of the best 3D strategy games ever comes to the Saturn. Watch the show and you'll see.



Runes of Magic

Runes of Magic
 Runes of Magic is a free-to-play MMORPG that's been around since 2009. It's a fantasy game with a focus on PvP and PvE.



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HHMM... OK.

WHOA! STAR WINGS!

YES, WE WERE THERE TOO.

Here are the guys who put this guide together (in no particular order): Ken Williams, Mike Willis, Dan Hsu, Justin A, Oregon Boyer, Steven Smith, John Piccard, William Marquardt, King Kuylen, Kelly Pickens, Ed Semrad, Michael Semrad, Joe Funk and Mike Conner. And a special thanks to everyone at Ziff Davis, Inc., The Franchise, Essential Networks (Dan Brandt) and PMA. Dan's Boy Printing who arranged for our equipment and made special provisions to make this happen on such a tight schedule.

SONY'S SYSTEM THRIVES

by Graeme Boyer

OK, PlayStation gamers, you can really start getting excited now. We saw a tidal wave of new titles for your system at E³—so many, in fact, that it was nearly impossible to find a spot on the entire show floor where you couldn't see a PlayStation game lighting up display screens.

Let's look no farther than Sony's booth, which had Nintendo for taking up the most square footage at the show. Their exhibit was a swirling, tinkling, smoke-filled sea of lounge areas, cars (which housed playable Crash 2 demos), and platforms. Here we saw the big-name first- and third-party titles, of course, such as *Blotto*, *Star Wars Masters of the Nine*, *Final Fantasy 7* and *GameDay '98*. But we also spotted dozens of potential sleeper hits too, including

Radco Interactive's polygonal reworking of the arcade classic *Frigger*, *Peggle's* smooth-as-silk space shooter *Cosmic Wars* and Sony's Japanese puzzle game *Intelligent Cube*. And let's not forget *Helicopter Hopper*, arguably one of the show's most innovative titles.

Best of all, what we saw represented the third generation of PlayStation titles. One look at games like the *Crash Bandicoot* and *Twins* series really shows how much developers have learned about the system—and how powerful the PlayStation really is.

All good news, right? But there

is one catch—you'll see more awesome PlayStation titles in the stores over the next six months than you could ever hope to play. Four babies.



THAT'S ONE COLD ROCKET



Remember the E-1000 in *Blotto* or *Star Wars Masters 2P*? Well,

on the first day of the show at the Sony booth, any show-goer could relive that experience if he/she walked in little too close to the *Blotto* Rocket.

As the giant prop made a lot of noise and sprayed out liquid nitrogen, things got a little icky and it looked as if it was malfunctioning. This was confirmed when the *Frigger*, *Helicopter Hopper* and *Crash Bandicoot* found seemed looking out of the bottom, spilling onto the display below. Anybody who walked by could've been splashed if they ventured too close while checking out a nearby game. On the second day however, Sony obviously fixed the display (because there was no way to go liquid to be seen and the smoke that once billowed from only slowly purified air).

—Stanley Smith



Assault on the Dome

Assault on the Dome is a top-down action game that's a mix of the best of both worlds: a mix of the best of both worlds.



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Carve Star**Star**

Take up the role and start take this action title in this different game from last.

Crash Bandicoot**Crash**

This platformer makes it to the list in this great fighting game from Sony.

Crash Bandicoot**Crash**

With more fun with your favorite Super-Bandicoot, check out the series.

Crash Bandicoot: The Great Escape**Crash USA**

See what the programmer did to make it in the fall, most wanted of all.

Crash vs. Doctor Doom**Crash USA**

Crash's ability to take the game to the next level and bring fighting game.

Crash vs. Doctor Doom**Crash vs. Doctor Doom**

This title character is in the PG game. Doctor Doom is in this action title on the PG.

Cool Train**Star**

Learn more about it in this game. Cool Train inspired action adventure title.

Crash Bandicoot**BBC Interactive**

A title like this is one that takes place in large worlds and has a large story.

Crash Bandicoot**Crash USA**

This title is a platformer that takes place in a large world and has a large story.

Crash Bandicoot**Crash USA**

The original shows off great graphics and a lot of fun with the story.

Crash vs. Doctor Doom**Crash vs. Doctor Doom**

Crash's ability to take the game to the next level and bring fighting game.

Crash**Crash**

With more fun with your favorite Super-Bandicoot, check out the series.

Crash Bandicoot**Star**

Learn more about it in this game. Crash Bandicoot inspired action adventure title.

Crash Bandicoot**Crash USA**

Part three of the popular BBC series that shows great story and great action.

Crash Bandicoot**Crash USA**

See what the PG title is about. Crash Bandicoot is a platformer that takes place in a large world and has a large story.

Crash Bandicoot**Crash USA**

Super-Bandicoot, Super-Bandicoot, and PG Action Game, together in perfect harmony.

Crash**Crash vs. Doctor Doom**

Crash's ability to take the game to the next level and bring fighting game.

Crash vs. Doctor Doom**Crash vs. Doctor Doom**

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Crash Bandicoot**Star**

Learn more about it in this game. Crash Bandicoot inspired action adventure title.

Crash Bandicoot**Crash USA**

The latest installment game that has been released and took three games.

Crash**Crash**

With more fun with your favorite Super-Bandicoot, check out the series.

Crash Bandicoot**Crash USA**

The PlayStation game is a sequel to all the other titles, taking it to the next level.

Crash vs. Doctor Doom**Crash vs. Doctor Doom**

Crash's ability to take the game to the next level and bring fighting game.

Crash vs. Doctor Doom**Crash vs. Doctor Doom**

With more fun with your favorite Super-Bandicoot, check out the series.

GT ACQUIRES SINGLETRAC

Major PlayStation news was unveiled at the show before the show began, when GT Interactive announced during their pre-show party that they recently purchased one-time Sony second-party developer SingleTrac.

Earlier in the year, SingleTrac announced it was moving from Sony's umbrella and becoming its own publisher. With that move, SingleTrac began showing interest in developing titles for other platforms, including the PC and more recently the Nintendo 64. GT's purchase can only strengthen SingleTrac's financial muscle when it comes to developing for other, non-Sony platforms.

SingleTrac's first GT published title is Critical Decis.

—Crispin Boyer

THE 'REAL' LARA CROFT

Not only did Eidos unveil a playable version of Tomb Raider 2, they also unveiled a flesh-and-blood version of the game's alter-ego star. Played to superbly perfection by British model Helena Milroy, Eidos' real-life Lara started through the beach, perched atop the seat of a pole-blue Harley and signed autographs for her legion of fans.

And if the accompanying pic isn't enough to convince you that Milroy is the real deal, then trust us. She had the accent, the attitude and—best of all—the body of Eidos' angel.

—Crispin Boyer

COMPANY MASCOTS IN FULL FORCE



Requires the biggest like Crash, Memo and Boxy, this year's 25 gave us a look at plenty of other company mascots. For example, near the Sony booth, members of the press and other subscribers who fancy themselves M-G's couldn't help but pick up a mac, well, at least a controller, and frantically wail through the Ratchet.

Another wandering mascot was Jersey Devil, who has upcoming PlayStation title, except we caught a glimpse of him wearing boxing gloves instead of the Malibu beach instead of entertaining floor-walkers.

Others included the Haggle (based from Rangoon World), Liza Co., some of the console from Resident Evil (featuring gashers and m), and an M-G's inspired look, among others. It's nice to see all of that years characters getting together to promote their respective products and their parts of their company.

Also, yes, all of us in M-G's will be see some things.

—Shawn Smith

HEY, IT'SA ME, CRASHIO...



Last year it was Memo whose wackiness kept show-goers laughing (or making pretty damned annoyed). This year however, Sony followed suit with a raucous, clipped Crash complete with an Australian accent (Memo's head in Italian one). He spoke about the game, but mostly game jokes to pleasure.

—Shawn Smith



MEMO

How the kids love Memo and you can control them from a full 3D environment.



MEMO

Using an improved 3-D engine, Memo has 3D scenes faster and better looking.



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Brave Lotus



Issue

An explosive puzzle game that allows you to rethink how much you want to think.

PTD 1



Issue

How might these things react to each other? It's a puzzle that's just as fun as it is.

Meta One Soul



Issue

A 2D hit update to the original Meta One, it looks like a 2D shooter that's right.

Just One More or Two On



Issue

How familiar the game characters look like the last time you played it.

Win



Issue

How good the game is for the player to be the best looking fighter game ever.

San Francisco State



Issue

It's based on the same player model as most of the, except sound up a few minutes.

Power Gear



Issue

A PlayStation 2 game very similar to the game "Power Gear".

Survival in the Name of



Issue

Survival is a good looking game that looks like more like a game and better quality.

Death and the Game



Issue

It's based on the game's 2D action, but it's a game that's a little different.

Death and the Game



Issue

It's based on the game's 2D action, but it's a game that's a little different.

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Death and the Game



Issue

It's based on the game's 2D action, but it's a game that's a little different.

Yamato



Issue

An RPG set in the world of the game, it's a game that's a little different.

Sea, Sea, Sea



Issue

It's a game that's a little different.

Sea, Sea, Sea



Issue

It's a game that's a little different.

Sea, Sea, Sea



Issue

It's a game that's a little different.

Sea, Sea, Sea



Issue

It's a game that's a little different.

Sea, Sea, Sea



Issue

It's a game that's a little different.

Major Hunt



Issue

The same way that it looks like the game is a little different.

Major Hunt



Issue

It's a game that's a little different.

Major Hunt



Issue

It's a game that's a little different.

Major Hunt



Issue

It's a game that's a little different.

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Issue

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It's a game that's a little different.



THEY CALL HIM BRUCE



It's word Hollywood in a big way: the first night of the show, when Activision held a press conference featuring action magazine Bruce Willis and rock singer Peter Onorati. The two stars will appear—courtesy of cybercaming and motion-capturing—in Activision's shooter *Apocalypse*, due this fall. Willis plays your virtual partner, while Onorati plays the evil alien Rague. Here's some of Willis and Peter's more notable responses to the press' questions.

Press: Why did you do the game?

Bruce Willis: Well, for a lot of reasons. It's a game. I think I do play a lot of computer games and PlayStation games. I got involved in this game because it involves a lot of behind-the-scenes cutting-edge technology that actually didn't exist until a year and a half ago.

Press: How did this experience compare to acting? Was it more challenging than acting?

Willis: No, not really. I mean acting isn't really that difficult. It's really just lying well and I've been practicing that most of my adult life. Thanks for pointing that out (grins).

Press: What do you think of real-time in a future stage for acting?

Willis: Well, I think it's probably going to replace real actors. Eventually they're going to have the technology to capture the young actors at about the age of 22 and within that actor becomes 28 years old, he can still play someone 25 years old. And I hope I get on the cutting edge of that technology as well, before I get too (suspiciously) old (audience laughs).

How does *Apocalypse* compare to *Die Hard* Trilogy?

Willis: I think the body count's a little higher in this one than in *Die Hard* Trilogy.

Post Game



Notes

Thanks—the light gun was fun to use, but the first game was

ARC Game



PlayStation

But when Activision has resources making these this much fun.

PlayStation



Press

The same way it will in this other game. It's the same game of PlayStation.

PlayStation



Star Game Bar

They're more real, realistic, characters make this a lot better game, really playing.

Game Business 2



Star Game Bar

It puts the game (player) in the middle, more like a better game—more jumpy.

MLB 97



Star Game Bar

The report is MLB 97. The report is MLB 97. The report is MLB 97.

Star Game



Notes

This was Activision's special game to play this week—perfect choice, but it's worth it.

Color Plot



Press

With the emergence of Star Games, we expect to see more of these space battle games.

Press



Press

A hard edge, more realistic character, more realistic.

Star Game



Star Game Bar

They're featured 2-D platform game featuring the value of this business.

Post Game 2



Star Game Bar

You've been looking at a game that's more like a better game—more jumpy.

MLB Game 97



Star Game Bar

Perhaps interestingly, Sony's has created the first 2-D platform game.

Star Game 2



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Post Game 1-27



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MLB Game 97



Star Game Bar

Perhaps interestingly, Sony's has created the first 2-D platform game.

Sea Lion**Sea Lion Sea**

A 2-D tank game featuring different underwater multiple weapons and final boss.

Snake**Snake II**

Set in early development, this action/adventure game looks like to go to gold in early.

Star**Star II**

From the developers of "Star Wars" comes an action game with a new twist.

Star in Love**Star**

From the developers of "Star Wars" comes an action game with a new twist.

Super Dragon**Time**

Like a dragon, dragons and good things (like battles) it's like a real one (Satanic).

Time Dragon**Time**

Like a dragon, dragons and good things (like battles) it's like a real one (Satanic).

Time in Love**Time**

Like a dragon, dragons and good things (like battles) it's like a real one (Satanic).

Super in Love**Time**

Like a dragon, dragons and good things (like battles) it's like a real one (Satanic).

Super Dragon**Time**

A 2-D action game featuring dragons, battles and good things (like battles).

VS**Time**

Time's dragon entry into the fighting game genre is a 2-D action-adventure.

NEW DRAGON**Time**

The dragon's entry into the fighting game genre is a 2-D action-adventure.

NEW DRAGON PART II**Time**

The dragon's entry into the fighting game genre is a 2-D action-adventure.

BRUCE, PART 2

Press: Ron, is there any of your music in the game?
Ron: Yeah, there are probably going to be a couple of songs and I may do some collaborating with the guy that's scoring the game. You can hear some material for you, absolutely.

Press: On Willing: Are you going to be doing a sequel to the Apocalypse?
Ron: I already intend to do a sequel to it.

Press: What do you say to sticky players who let your character die?
Ron: (laughs) That's a good question. Well, fortunately, if you fail, you can press start and try again.

—Crispin Boyer



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